SEGA™

SEGA CD™

SOULSTAR

CORE DESIGN INC.

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA-CD™ SYSTEM.

KIDS TO ADULTS

K-A™

AGES 6+

OFFICIAL SEGA SEAL OF QUALITY

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television or while playing video games may induce a seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or any of your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ System.

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Starting Up: How to Use Your Sega CD

This CD-ROM can only be used with the Sega CD or CDX system. Do not attempt to play this CD-ROM on any other CD player. Doing so may damage the headphones and speakers.

1. Set up your Sega CD system by following the instructions in your Sega CD System Instruction Manual. Plug in Control Pad 1. For two-player games, plug in Control Pads 1 and 2.

2. Turn the system ON. The Sega CD animated display will appear on screen. If nothing appears on the screen, turn the system OFF and make sure it is set up correctly.

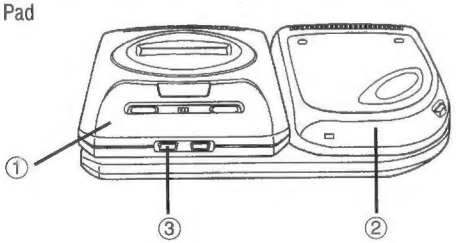
3. Press Button C on the Sega Drive Control Pad to make the on-screen Control Panel appear. Use the D-Pad to select EJECT, then press Button C to open the CD tray.

4. Place the disc in the well of the CD tray then press Button C. The CD tray will close and the words CD-ROM appear on the Control Panel.

5. Use the D-Pad to move the cursor onto the CD-ROM button and press Button C. The opening screen of the game will appear.

6. If you wish to stop a game in progress, or if the game ends, press the Reset Button on the Sega Drive console to display the on-screen Control Panel.

① Sega System
② Sega CD System
③ Control Pad



Killers of Worlds

A thousand light years away, across a yawning gulf of space and time, the six planets of the Soulstar system perform a peaceful celestial dance around their youthful suns, unaware of the horror soon to come. A horror in the dreaded shape of the Myrkoids, an alien species older than the stars themselves, with a unified mind far colder than the spaces between those stars. The Myrkoids - killers of worlds - descend on unsuspecting star systems, sucking them dry and draining every planet of its internal energies. They leave nothing in their savage wake but empty husks drifting lifelessly in space.

Following the destruction of his home system, Bryk Hammelt, the last of a noble race of warriors known as the Cryo-commandos, set out in his great starship, the Treaghon, to hunt down the merciless Myrkoids. He has hunted them for centuries, tracked them across the trackless wastes of the Great Divide, searched for the destructive evidence of their presence in the starfields of Maldrum Tau, and chased them at the speed of light through the hypergate at Viridium Plush...

For eons he has followed, and they have always eluded him. Until now.

Now he'll face this ancient enemy in a battle for the soul of a star...

The Aggressor

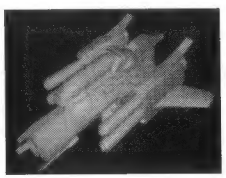
You are Bryk Hammelt, Cryo-commando, an expert pilot, navigator and special weapons operative of the Aggressor, a multi-option attack vehicle capable of morphing into three distinct vehicle-types:

① **Sub-light Strike Craft:** A highly maneuverable fighter, capable of achieving speeds in excess of Mach 6. This vehicle-type is utilized mainly in fast, low attack runs on ground-based enemies and for combat in outer space.

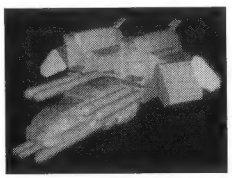
② **Turbo Copter:** A VTOL gunship, utilized mainly for attacks within 360 degree environments. Also has a sub-aqua capability.

③ **Combat Walker:** A well-armored, bipedal attack vehicle, with hover facility, utilized for ground-based assaults within 360 degree environments.

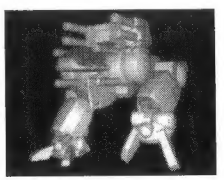
Gria, the Treaghon's sentient computer, is able to anticipate which vehicle-type is suitable for which terrain/environment and will adjust the Aggressor's configuration accordingly.



① **Sub-light Strike Craft**



② **Turbo Copter**

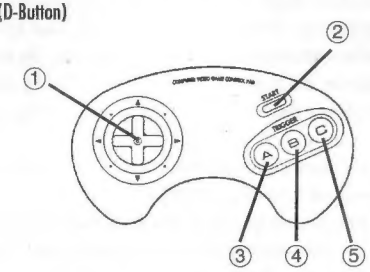


③ **Combat Walker**

Aggressor Control

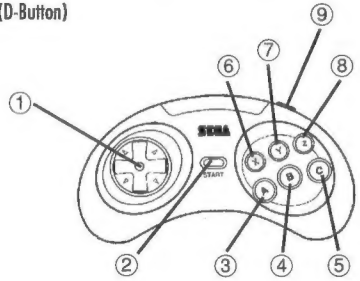
SOULSTAR utilizes both the Standard Sega Control Pad and the Sega 6-Button Control Pad.

① Directional Button (D-Button)
② Start Button
③ Button A
④ Button B
⑤ Button C



Six Button Control Pad

① Directional Button (D-Button)
② Start Button
③ Button A
④ Button B
⑤ Button C
⑥ Button X
⑦ Button Y
⑧ Button Z



Strike Craft Control:

① Directional Button (D-Button)
- Press Up to make your Strike Craft move up.
- Press Down to make your Strike Craft move down.
- Press Left to make your Strike Craft move left.
- Press Right to make your Strike Craft move right.

② Start Button
- Press to Pause the game.

③ Button A
- Press Button A to fire your Strike Craft's standard and special weapons.

④ Button B
- Press Button B to select your Strike Craft's standard and special weapons.

Turbo Copter Control:

① Directional Button (D-Button)
- Press Up to increase the Turbo Copter's speed and move forward.
- Press Down to decrease your Turbo Copter's speed and move backward.
- Press Left to make your Turbo Copter turn and move left.
- Press Right to make your turbo Copter turn and move right.

② Start Button
- Press to pause the game.

③ Button A
- Press Button A to fire your Turbo Copter's standard and special weapons.

④ Button B
- Press Button B to select your Turbo Copter's standard and special weapons.

⑤ Button C
- Hold Button C and press the D-Button Up or Down to change your Turbo Copter's altitude.
- Hold Button C and press the D-Button Left or Right to move your Turbo Copter sideways.

Combat Walker Control:

① Directional Button (D-Button)
- Press Up to make your Combat Walker move forwards.
- Press Down to make your Combat Walker move backwards.
- Press Left to make your Combat Walker turn and walk left.
- Press Right to make your Combat Walker turn and walk right.

② Start Button
- Press to Pause the game.

③ Button A
- Press Button A to fire your Combat Walker's standard and special weapons.

④ Button B
- Press Button B to select your Combat Walker's standard and special weapons.
- Hold down Button B and then press Up to activate your Combat Walker's thrusters.

⑤ Button C
- Tap Button C to select an alternative target.
- Hold down Button C to make your Combat Walker fly forward.
- Hold down Button C to make your Combat Walker fly forward for a set distance.

Two-player Control - Aggressor - all vehicle-types:

Player One

① **Directional Button**
- Player One uses the D-Button to control the Aggressor craft in all its vehicle types.

② **Button A**
- Fires the Aggressor's standard and special weapons.

③ **Button B**
- Selects the Aggressor's standard and special weapons.

④ **Button C**
- Button C is used as in the 1-player game.

Player One has control over the following weapons used in the Strike Craft, Turbo Copter, and Combat Walker. They are:

- Plasma Shot
- Hunter
- Ring Cannon
- Laser
- Rockets

Player Two

① **Directional Button**
- Hold down Button C and press the D-Button Left or Right to transfer energy between the Aggressor's shields and propulsion unit (see Screen Signals, pg.8).

- Press Left/Right or Up/Down to move the Gunsight Cursor in those directions.

② **Button A**
- Fires the Aggressor's standard and special weapons.

③ **Button B**
- Selects the Aggressor's standard and special weapons.

④ **Button Y**
- Selects Torpedo long-range projectile.

⑤ **Button Z**
- Selects Robotic Assistance Module (RAM).

Player Two has control over the following weapons

- Plasma Shot
- Hunter
- Ring Cannon
- Laser
- Missiles
- Bombs
- Star Masher
- Torpedo*
- Ram*

* When using the Six Button Control Pad, all controls are the same, except when selecting the Special Weapons:

① **Button Y**
- Selects Torpedo long-range projectile.

② **Button Z**
- Selects Robotic Assistance Module (RAM).

Being a Quitter

If at any time during play you want to quit out of the game, press the START Button and Buttons A, B and C simultaneously (this will work with both the Standard Control Pad and the 6-Button Control Pad).

Getting Started

SOULSTAR begins with an animated Introduction. After this, the SEGA, CORE DESIGN and SOULSTAR logos will appear. The Logo Screen displays One-Player Start, Two-Player Start and Options. Use the D-Button to select which of these you want, then press the START Button.

1 or 2 Player: Selecting the 2-player option allows a second player to take on the role of Gria, the Treaghon's sentient computer.

Options

The Options Menu allows you to set certain conditions in the game. Select the category by pressing the D-Button Up or Down, then make your choices in each category by pressing the D-Button Left or Right.

Control Mode: Preset configurations for control modes.

Sound/Music Test: Select to hear the music tracks and sound effects.

The Soulstar Suite - Music Tracks:

#1. Myrkoid Theme (Intro. sequence)
#2. Soulstar Theme (Title sequence)
#3. Leira
#4. Warpship Kutr
#5. Gigun
#6. Bulkan

#7. Twingha
#8. Guha
#9. Metafus
#10. Krast
#11. Malice of the Myrkoids (End Boss sequences)
#12. The Heart of Darkness (360 Interior sequences)
#13. Gria's Theme (Briefing sequences)
#14. Death of a Star (Game Over sequence)
#15. Hall of Fame (High Score)
#16. Until the End of Time (End sequence)
#17. Music of the Spheres (Credits)
#18. Reprise (Gria's Theme)

Credits: View credits.

Screen Signals

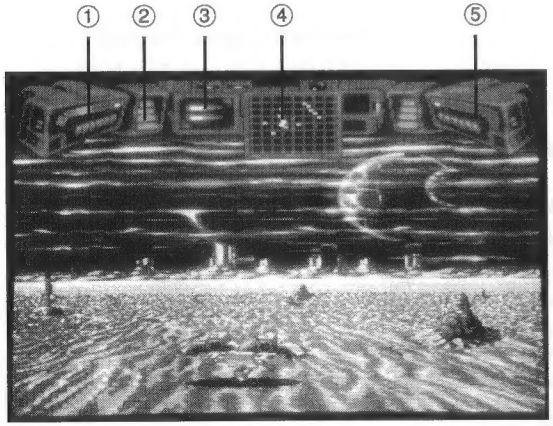
① **Shield Indicator:** Your Aggressor has an energy shield that reduces incrementally when you take a hit. With your shield down you are completely vulnerable to enemy fire and destruction is certain. The shield can be powered up by collecting the blue pick-ups (see Pick-Ups, pg.10).

② **Status Displays:** These indicate how much physical damage your Aggressor has taken.

③ **Current Weapon Display:** This shows your currently selected weapon.

④ **3D Scanner:** Your Aggressor vehicle is located in the cross-hairs at the center of the Scanner. Enemy vehicles are shown as colored dots. Your main targets are shown as flashing colored dots. The arrows at the top show which way you should go.

⑤ **Power Display:** This indicates how much power you have for your Aggressor's propulsion unit. The propulsion unit can be powered up by collecting the green pick-ups (see Pick-Ups, pg.10).



Game Over

Bryk Hammelt is fitted with a teleportation eject device which allows him to teleport safely to the Treaghon at the moment his Aggressor is destroyed. Teleportation is highly dangerous since it involves disassembling and reassembling Bryk's molecular structure. Each time he teleports, his structure subtly changes. As this is the case, the teleportation device will only work twice, consequently giving Bryk three so-called 'lives'. The first two times the Aggressor is destroyed, Bryk will teleport back to the Treaghon, whereupon he and his multi-option attack vehicle will be returned to the beginning of the stage where they were destroyed. The third time Bryk and his Aggressor are destroyed, you will have one chance to regenerate Bryk and continue with his one-man mission against the forces of the Myrkoids. Select the Continue Button on the menu or restart from the beginning. When you've used up all 3 of Bryk's lives and regenerated him once to continue, the game ends.

Aggressor Weapons

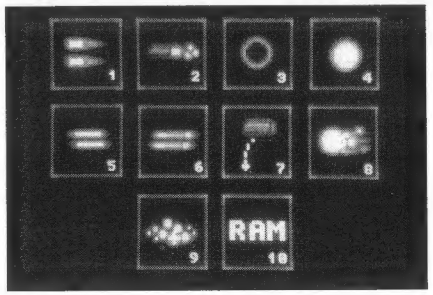
Your Aggressor multi-option attack vehicle is fitted with the capability for eight Standard Weapons and two Special Weapons. The Aggressor begins the game with only two standard weapons enabled: 1 Plasma Shot and 2 Missiles. You may augment your Aggressor with any of the standard and special weapons below by collecting the red pick-ups (see Pick-Ups, pg. xx) during combat:

Standard Weapons

① **Plasma Shot:** Concentrated pulses of plasma-based high-energy.
② **Missiles:** Laser-guided projectiles with high-explosive warheads.
③ **Ring Cannon:** Ramped-up rings of high-energy.
④ **Hunter:** Pulsating sphere of high-energy that homes in on targets.
⑤ **Laser:** Highly destructive high-energy beam weapon.
⑥ **Rockets:** Unguided projectiles with high-explosive warheads.
⑦ **Bombs:** Duralinium-encased high-explosive bombs.
⑧ **Star Masher:** With this weapon selected, hold down Button A to charge it and let go of the but ton to fire.

Special Weapons

⑨ **Torpedo:** Long-range, multi-warhead projectile.
⑩ **R.A.M:** Robotic Assistance Module.



Pick-ups

The Pick-ups take the form of colored spheres:

Red: Weapons Pick-up
Green: Power Pick-up
Blue: Shields Pick-up

Fire at the pick-up sphere to transform it into a ring of smaller spheres, then fly through the ring to gain the Pick-up.

The Weapons Pick-ups have a letter affixed to them, pertaining to the type of weapon they contain:

P: Plasma Shot
M: Missiles
C: Ring Cannon
H: Hunter
L: Laser
R: Rockets
B: Bombs
X: Star Masher

Warping Into Difficulty

SOULSTAR has three difficulty levels - Easy, Medium and Hard. Unlike most other games, these levels cannot be set at the start, but they will be activated during the game itself. The activation occurs when you enter one of the three Warps situated inside the Myrkoid Warpship. The level of difficulty depends on which Warp you choose to enter, as is the order in which you will see the various planets of the Soulstar system. You must enter all three Warps and therefore play through all three difficulty levels to visit all six planets in the system.

Mission Objectives

SOULSTAR takes place on and around the six worlds of the Soulstar planetary system - the next target in the sights of the merciless Myrkoids. The sole purpose of this ancient alien race is to plunder the universe of its mineral deposits and energy resources, using both to manufacture and power its mighty invasion fleets. Locked in cryogenic suspension in your gigantic mother-ship, the Treaghon, you have tracked the Myrkoids across half the known universe - and now the day for battle has arrived.

Before each mission begins, you will receive a briefing from Gria, the Treaghon's sentient computer. Listen carefully to receive details about your mission objectives:

Planet Leira
The Myrkoid's have flown a Warpship into the Soulstar system. Your primary objective is to gain access to the Warpship. The mission has three phases:

1. Penetrate the Myrkoid's first line of defense.
2. Destroy the Interceptor Bases on the planet Leira.
3. Penetrate the Myrkoid's second line of defense and enter the Warpship.

Myrkoid Warpship
There are three warp gates located inside the ship. Your primary objective is to activate one of the gates and warp to another sector in the Soulstar system. The mission has three phases:

1. Destroy the primary computer located at the center of the interior.
2. Activate any one of the three warp gates by disabling the orbs surrounding the opposing power pylons.
3. Engage the activated warp gate by landing on the adjacent, circular launch platform.

Planet Gigun
The Myrkoids have located an energy extractor at Gigun's core. Destroying the extractor will cut off their central power supply. Your mission has two phases:

1. Penetrate the Myrkoid-held city and destroy its ground defenses.
2. Neutralize the Myrkoid energy extractor to cut off their central power supply.

Planet Bulkan
The Myrkoids are using a giant excavator beneath Bulkan's surface to mine for vital minerals used in the construction of their battle fleet. Your primary objective is to destroy the excavator. The mission has three phases:

1. Successfully negotiate the asteroid field.
2. Access the main tunnel and destroy the Myrkoid factories.
3. Neutralize the Myrkoid excavator.

Planet Twingha
The Myrkoids have established a tractor-beam device beneath the surface of the Twinghan Ocean. With this device they plan to grab and pull the Treaghon until it crashes on the surface of the planet. Your primary objective is to neutralize the tractor beam. The mission has two phases:

1. Fly across the Twinghan Ocean and penetrate the Myrkoid defenses.
2. Submerge your craft and neutralize the tractor-beam generators on the ocean floor.

Planet Guha
The Myrkoids have located a Synchrosun command and control system on Guha. Destroying the system will disrupt the flow of communication between the vessels of the Myrkoid advance fleet. Your mission has two phases:

1. Destroy the Myrkoid surface installations.
2. Destroy the Synchrosun energizing system, thereby neutralizing the Myrkoid command and control network.

Planet Metafus
The Myrkoids have built a weapon of mass destruction on the planet Metafus and are preparing to transport it to other sectors in the Soulstar system. Your primary objective is to destroy this weapon. The mission has two phases:

1. Destroy the Myrkoid surface installations.
2. Neutralize the weapon of mass destruction.

Myrkoid System
It is vital that you successfully complete your mission in the Myrkoid system. This is your last chance to destroy the Myrkoids forever. The mission has three phases:

1. Engage the Myrkoid invasion fleet and destroy as many ships as possible.
2. Destroy the generators on the surface of the planet Krast to access the entrance to the planet's core.
3. Insufficient data on mission phase. Proceed with caution.

Credits

Programmed by ..... Mark 'Mac' Avory
Graphic Artist ..... Roberto Cirillo
Game Design by ..... Roberto Cirillo
Mark Avory
Guy Miller
Story by ..... Roberto Cirillo, Guy Miller
Music and Sound Effects composed & produced by ... Nathan McCree
Script written and narrated by ..... Guy Miller
Gria' Mission Briefings by ..... Yvonne Varnier
Intro and End Sequence Animations by ..... Billy Allison
Soulstar Cover Artwork by ..... James Ryman
Creative Manager ..... Guy Miller
Produced by ..... Jeremy Smith

Handling Your Sega Compact Disc

- The Sega Compact Disc is intended for use exclusively with the Sega-CD™ system.
- Be sure to keep the surface of the Compact Disc free of dirt and scratches.
- Do not bend it, crush it or submerge in liquids.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega Compact Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use.

Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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Time Warner Interactive, Inc., 675 Sycamore Drive
Attn: Customer Service, Milpitas, CA 95036-0782

? PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this Core Design, Inc. game, please call a

Time Warner Interactive, Inc. game counselor at
(408) 433-3999
Monday through Friday from
8.30am - 5.00pm Pacific Time.

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